

KRONBORG, NORWAY, 21 April 1940: Elements of the 4. Brigade from the West of Norway, came marching across the mountains to Valdres. With orders to advance and retake everything they could from the Germans. A patrol reported a that a German outpost was at Kronborg bridge. Kp/IR 10 under the command of Capt. Sefland drove towards Kronborg, unloaded and began advancing through the woods along the road. At 1330 they encountered a German patrol and the battle began with the command "Fire, God damn it!"

Aftermath: The Norwegians advanced towards the river, and quickly established a MG nest upon the hilltop just in range of the Germans in the village. The Germans set up an artillery observation post in a ski jump nearby the town. The German MGs and mortars seemed to have a bad day, and the Norwegians soon got to the river. There a heavy firefight began, but after a while a Norwegian cannon arrived and forced the Germans out of their position. The escaping Germans where then pinned by the Norwegian MG nests up on the hillsides. More Norwegian artillery arrived and soon they crossed the river. By 1900 Kronberg had fallen back to Norwegian hands.

Hall of the Mountain King

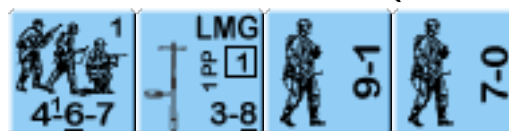
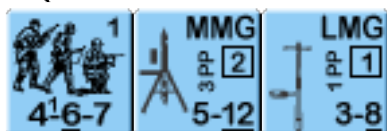
ASL SCENARIO TSS 2



German patrol: [ELR:4] {SAN:3}

Set up on board 18 hexrow 10 and on board 40 west of the river

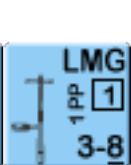
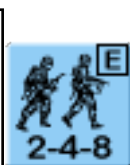
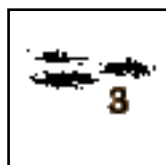
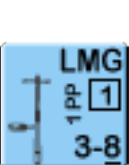
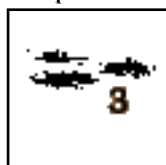
Set up on board 40



2

3

Set up on board 40 not less than 4 hexes from each other



Set up in Ski Jump per SSR 4



Norwegians KP/IR 10: [ELR 3] {SAN 4} Set up on board 18 on or west of hexrow 8



2

Enter from West side board of 18 on turn 1



8

Enter from West side of board 18, when there are no unbroken German squads on board 18



SETUP: Germans sets up first. Norwegians moves first.

TURNS: 9.5

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Norwegian squads east of the river.

SSR:

1. Weather is Ground Snow (E3.72), with Wet EC and no wind at start.
2. All roads are unpaved and plowed. All buildings are wooden. No buildings exist on board 18. A bridge is hexes 40Q2 and 40Q3. The river is frigid and deep with a strong current running south.
3. Place these overlays as following: OG5: 1 on 40O5, 2 on 40P4. X10:1 on 40R6. X13: 1 on 40S6, 2 on 40T5.
4. The Germans receive a 80mm OBA module with scarce ammo (C1.211). The German player records one Level 2 hill hex as containing a Ski Jump. Signify the hex with the ski jump by placing the (concealed) 149 with a field phone on a 2nd level counter. The Ski Jump is at level 4, has a +2 TEM and a stacking capacity of 1 SMC. It has an inherent field phone, and no movement to or from the ski jump is possible. The 149 may spot for the OBA.

